[0120] Gaming states will now be explained. The gaming states can be roughly categorized into three states depending on the existence of a winning flag of the bonus winning combination. They are a general gaming state, where no bonus pattern has been won internally yet, and a bonus internal winning state, where no prize has been generated because all bonus winning symbols are not aligned on the active line (also referred to as "bonus internal winning" or "bonus internally hitting") though the internal winning in a probability lottery process has been achieved, and a bonus game state, where prize symbols have been aligned on the active line during bonus internal winning and a bonus game is being played (also referred to as "enabled bonus").

[0121] Furthermore, the bonus internal winning is categorized into a BB internal winning or an RB internal winning depending on the bonus type. The enabled bonus is categorized into either enabled BB or enabled RB.

[0122] Besides the bonus prize patterns, there are other gaming states that are advantageous for a player and enable the player to obtain a large number of coins.

[0123] For example, there is a so-called "concentrated machine." A high probability table (for example, with an SB internal winning probability of 1/2) and a low probability table (for example, with an SB internal winning probability of 1/20) are prepared as the prize probability table for the SB during the general game. It is known a specific state is provided with the machine such that a lottery for switching to the high probability table (referred to as "plunge lottery") is carried out when the low probability table is used, or that a lottery for switching to the low probability table (generally referred to as "puncture lottery") is carried out when the high probability table is being used. Thus, the number of paid out coins is increased gradually when the high probability table is used.

[0124] In addition, a specific state called the "AT (assist time) function" is known. In this specific state, multiple prize patterns that can never be won at the same time are set (for example, the prize patterns, "bell-bell-red 7,""bell-bell-blue 7," and "bell-bell-white 7,", are provided with intervals of four segments or more each being set among the symbols, "red 7,""blue 7," and "white 7" on the right reel). In a normal state, since the category of the internal winning pattern is not notified and it is unknown which "7" is to be aimed at, a prize can theoretically be won only at a probability of 1/3 after internal winning. However, in the state called the "AT period," in which the internal winning category is notified, the category of the "7" symbol to be aimed is made known, and the theoretical probability of winning a prize becomes 100% after internal winning as long as the observation push is accurate, and the coins thus increase gradually.

[0125] There is also an "Super Time (ST) function, [1] in which stop control is carried out with no prize pattern aligned unless the stopping operation is performed in a predetermined stop order for one internal winning pattern even if the prize pattern is internally won and the observation push is performed precisely. For example, as shown in **FIG. 10, 6** types of stop order table from "NO. 1" to "NO. 6" are prepared, and when a bell is internally won in a probability lottery process, the stop table to be used is selected by random number lottery. And if, for example, in the current game, the stop table "NO. 3" is selected, a winning is generated when middle stop button **15**C, left stop button **15**L and right reel stop button **15**R are pressed in the first, second and third stop operation, respectively. For the other **5** types of stopping order, stop control is performed so that bell symbols will not be aligned on the active line even if the bell is won internally.

[0126] In a normal state, since this stop order is not notified, the probability of receiving a prize is theoretically only 1/6 after internal winning. However, in the state called the Super Time (ST) period in which the category of the selected stop table is notified. In other words, in the state that the order of the stopping operation should be notified, the theoretical probability of the prize winning becomes 100% after the internal winning so that the number of paid out coins is increase gradually.

[0127] As shown in **FIG. 9**, with the present embodiment, the number of coins paid out differs according to the gaming state seven for the same prize symbol. For example, for a watermelon prize pattern, whereas three coins are paid out in a general game or bonus internal winning state, 15 coins are paid out in a state of general game during BB. Though "Replay-Replay-Replay" is a replay prize symbol in a general game or bonus internal winning state, it is an RB prize symbol in a state of general game during BB, and in a JAC game state, it is a prize-pattern prize symbol that pays out 15 coins.

[0128] Furthermore, in this embodiment, the aforementioned Super Time (ST)" is adopted as an advantageous status for a player other than a bonus winning combination and arrangements are made so that Super Time (ST) game is activated when predetermined conditions are fulfilled during a general gaming state. Specifically, when the SB prize pattern or the bell prize pattern is won internally, the information on the order of stopping required for aligning the winning combination of symbols for winning is notified to a player. Therefore, when the SB prize pattern or bell prize pattern is won internally during the period of this specific state, the player can definitely generate a win without generating missed winning by performing operations in accordance with the notified order of stopping.

[0129] **FIG. 11** is a diagram showing a prize probability table used in the aforementioned probability lottery process. A random number is picked up from the range of "0 to 16383." If the random number belongs to a winning range specified for each prize pattern, the related prize pattern is won internally. For example, if the random number picked up in the current game is "10000," since this belongs to the winning range "2299" to "11024" of the bell prize pattern, the bell prize pattern is won internally. If the random number picked up in the current game is "15000," since this belongs to the loss range of "13669 to 16383," no prize pattern is won internally and the result is a loss.

[0130] **FIGS. 12A, 12B**, and **12**C show three tables of game information commands provided from main control circuit **101**. In this embodiment, main control circuit **101**, which controls prize determination and coin payout, and sub-control circuit **201**, which controls the image display device **21** and speakers **5**L and **5**R, are configured on separate boards. Since game information on the internal winning states of prize patterns and reel stop statuses, which are processed in the main control circuit, are required for the attraction control processed by sub-control circuit **201**, the